AMENDMENTS TO THE CLAIMS

Claims 1-28 are pending in the instant application. Claims 1-28 have been amended. Claims 1 and 20 are independent. Claims 29-64 are new claims. Claims 2-19 and 20-28 depend from independent claims 1 and 20, respectively. New claims 29-38 depend on independent claim 1, new claims 39-54 are similar in many respects to claims 1-19, and new claims 55-64 are similar in many respects to new claims 29-38.

The Applicant requests reconsideration of the claims in view of the following amendments reflected in the listing of claims.

Listing of claims:

1. (Currently Amended) A system for wirelessly playing media files, the system comprising:

a ~~central~~ server having a memory for storing the media files;

a station <u>operably</u> connected to the ~~central~~ server;

at least one client, the <u>at least one</u> client capable of accessing and downloading the media files by wirelessly communicating with the server via the station from a plurality of remote locations from the station and the server<u>, wherein the media files are accessed and downloaded by the at least one client based on a particular location of the at least one client</u>; and

a plurality of devices capable of outputting the media files, wherein the <u>at least one</u> client <u>operably</u> connects to the devices.

2. (Currently Amended) The system according to claim 1, wherein the <u>at least one</u> client comprises:

a wireless transceiver;

a processing unit running an operating system;

a display; and

a decoder that decodes the downloaded media files.

3. (Currently Amended) The system according to claim 2, wherein the <u>at least one</u> client ~~further~~ comprises a player that plays the decoded media files.

4. (Currently Amended) The system according to claim 3, wherein the <u>at least one</u> client outputs the media file in analog format to a device capable of outputting analog media files.

5. (Currently Amended) The system according to claim 3, wherein the <u>at least one</u> client outputs the media file in digital format to a device capable of outputting digital media files.

6. (Currently Amended) The system according to claim 2, wherein the <u>at least one</u> client is capable of accessing, downloading and decoding portions of a media file.

7. (Currently Amended) The system according to claim 6, wherein the <u>at least one</u> client accesses and downloads ~~the~~a next portion of the media file while playing ~~the~~a previously downloaded and decoded portion of the media file.

8. (Currently Amended) The system according to claim 2, wherein the <u>at least one</u> client is battery-operated.

9. (Currently Amended) The system according to claim 2, wherein the <u>at least one</u> client utilizes a charging cradle plugged into a power source.

10. (Currently Amended) The system according to claim 2, wherein the <u>at least one</u> client is ~~built~~ within a mobile device.

11. (Currently Amended) The system according to claim 10, wherein the mobile device includes a memory where downloaded media files are stored.

12. (Currently Amended) The system according to claim 2, wherein the <u>at least one</u> client is <u>for use</u> in a car.

13. (Currently Amended) The system according to claim 12, wherein the car includes a memory where downloaded media files are stored.

14. (Currently Amended) The system according to claim 13, wherein the <u>at least one</u> client is capable of automatically accessing and downloading the media files on the server when the car is within communicating distance from the station.

15. (Currently Amended) The system according to claim 1, wherein the server is <u>operably</u> connected to the Internet.

16. (Currently Amended) The system according to claim 15, wherein the <u>at least one</u> client is capable of accessing, downloading, decoding, and playing streaming data from the Internet.

17. (Currently Amended) The system according to claim 1, wherein the system comprises at least a second server.

18. (Currently Amended) The system according to claim 1, wherein the system comprises at least a second station.

19. (Currently Amended) The system according to claim 1, wherein the system comprises at least a <u>first and a</u> second client.

20. (Currently Amended) A method for wirelessly playing media files in a system comprising a server where media files reside, a station connected to the server, and at least one client capable of accessing and downloading the media files, the client further wirelessly connected to the server via the station, the client having a transceiver, an operating system, a display, and a media files decoder, the method comprising:

accessing and downloading a media file from the server, by the <u>at least one</u> client wirelessly via the station<u>, wherein the media files are accessed and downloaded by the at least one client based on a particular location of the at least one client</u>;

decoding the downloaded media file;

playing the decoded media file utilizing a player on the <u>at least one</u> client; and

<u>operably</u> connecting the <u>at least one</u> client output to an input of a device capable of outputting the media file.

21. (Currently Amended) The method according to claim 20, wherein accessing and downloading the media file comprises accessing and downloading portions of the media file.

22. (Currently Amended) The method according to claim 21, ~~further~~ comprising:

decoding the downloaded portion of the media file;

playing the decoded portion of the media file; and

accessing and downloading a next portion of the media file while ~~the~~a previous portion[[s]] is being decoded and played.

23. (Currently Amended) The method according to claim 22, wherein the <u>at least one</u> client is ~~built~~-in a mobile device.

24. (Currently Amended) The method according to claim 23, wherein the mobile device comprises a memory for storing downloaded media files.

25. (Currently Amended) The method according to claim 20, wherein the <u>at least one</u> client is in a car, the car having a memory for saving downloaded media files.

26. (Currently Amended) The method according to claim 25, ~~further~~ comprising:

automatically accessing the media files on the server by the <u>at least one</u> client in the car, when the car comes inside the area covered by the wireless network of the station;

comparing the media files stored in the memory of the server with a list of media files stored in the memory in the car;

downloading any media files in the server that are not in the memory in the car, if the memory in the car has sufficient storage space; and

removing media files in the memory in the car, then downloading media files in the server that are not in the memory in the car, if the memory in the car does not have sufficient storage space for more media files.

27. (Currently Amended) The method according to claim 20, wherein the server is operably connected to the Internet.

28. (Currently Amended) The method according to claim 27, ~~further~~ comprising:

accessing the Internet by the at least one client, through the server and via the station; and

accessing media files from the Internet as a digital bit-stream.

29.   (New) The system according to claim 1, wherein the media files are accessed and downloaded from a specified directory on the server that is associated with the particular location of the client.

30.   (New) The system according to claim 1, wherein an association between a list of files to be accessed and downloaded and the particular location of the at least one client is created by a user.

31.   (New) The system according to claim 1, wherein the at least one_client automatically retrieves media files from a directory residing in the server based on the particular location of the at least one_client.

32.   (New) The system according to claim 1, wherein the at least one_client automatically synchronizes with a directory residing in the server that is associated with the particular location of the at least one_client.

33.   (New) The system according to claim 1, wherein the at least one_client compares a list of locally stored media files with a list of media files in a directory residing in the server that is associated with the particular location of the at least one client.

34.   (New) The system according to claim 33, wherein the at least one_client determines where to retrieve the media files from based on the comparison.

35.   (New) The system according to claim 33, wherein the at least one_client determines what media file to retrieve based on the comparison.

36.   (New) The system according to claim 33, wherein the at least one_client determines whether to keep or replace one or more locally stored media files based on the comparison.

37.   (New) The system according to claim 36, wherein the at least one_client keeps the one or more locally stored media files based on the comparison and/or on availability of local storage.

38.   (New) The system according to claim 36, wherein the at least one_client replaces the one or more locally stored media files based on the comparison and/or on availability of local storage.

39. (New) A system for wirelessly playing media files, the system comprising:

at least one client capable of accessing and downloading the media files, by wirelessly communicating with a server and a station from a plurality of locations remote from the server and the station, wherein the server has a memory for storing the media files and the station is operably connected to the server, wherein the media files are accessed and downloaded by the at least one client based on a particular location of the at least one client, and wherein the at least one client couples to one or more of a plurality of devices capable of outputting the media files.

40. (New) The system according to claim 39, wherein the at least one client comprises:

a wireless transceiver;

a processing unit running an operating system;

a display; and

a decoder that decodes the downloaded media files.

41. (New) The system according to claim 40, wherein the at least one client comprises a player that plays the decoded media files.

42. (New) The system according to claim 41, wherein the at least one client outputs the media file in analog format to a device capable of outputting analog media files.

43. (New) The system according to claim 41, wherein the at least one client outputs the media file in digital format to a device capable of outputting digital media files.

44. (New) The system according to claim 40, wherein the at least one client is capable of accessing, downloading and decoding portions of a media file.

45. (New) The system according to claim 44, wherein the at least one client accesses and downloads a next portion of the media file while playing a previously downloaded and decoded portion of the media file.

46. (New) The system according to claim 40, wherein the at least one client is battery-operated.

47. (New) The system according to claim 40, wherein the at least one client utilizes a charging cradle plugged into a power source.

48. (New) The system according to claim 40, wherein the at least one client is within a mobile device.

49. (New) The system according to claim 48, wherein the mobile device includes a memory where downloaded media files are stored.

50. (New) The system according to claim 40, wherein the at least one client is for use in a car.

51. (New) The system according to claim 50, wherein the car includes a memory where downloaded media files are stored.

52. (New) The system according to claim 50, wherein the at least one client is capable of automatically accessing and downloading the media files on the server when the car is within communicating distance from the station.

53. (New) The system according to claim 1, wherein the server is operably connected to the Internet.

54. (New) The system according to claim 53, wherein the at least one client is capable of accessing, downloading, decoding, and playing streaming data from the Internet.

55. (New) The system according to claim 39, wherein the media files are accessed and downloaded from a specified directory on the server that is associated with the particular location of the client.

56. (New) The system according to claim 39, wherein an association between a list of files to be accessed and downloaded and the particular location of the at least one client is created by a user.

57.   (New) The system according to claim 39, wherein the at least one client automatically retrieves media files from a directory residing in the server based on the particular location of the at least one client.

58.   (New) The system according to claim 39, wherein the at least one client automatically synchronizes with a directory residing in the server that is associated with the particular location of the at least one client.

59.   (New) The system according to claim 39, wherein the at least one client compares a list of locally stored media files with a list of media files in a directory residing in the server that is associated with the particular location of the at least one client.

60.   (New) The system according to claim 59, wherein the at least one client determines where to retrieve the media files from based on the comparison.

61.   (New) The system according to claim 59, wherein the at least one client determines what media file to retrieve based on the comparison.

62.   (New) The system according to claim 59, wherein the at least one client determines whether to keep or replace one or more locally stored media files based on the comparison.

63.   (New) The system according to claim 62, wherein the at least one client keeps the one or more locally stored media files based on the comparison and/or on availability of local storage.

64.   (New) The system according to claim 62, wherein the at least one client replaces the one or more locally stored media files based on the comparison and/or on availability of local storage.